



LIVE

ONLINE ENABLED

# FARCRY

## INSTINCTS



MATURE 17+



UBISOFT



## XBOX LIVE

### Take Far Cry Instincts™ Beyond the Box

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time while you play.

### Downloadable Far Cry Instincts Content

If you are an Xbox Live subscriber, you can download the very latest content (such as maps) to your Xbox console.

### Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see [www.xbox.com/connect](http://www.xbox.com/connect).

# FAR CRY INSTINCTS™

## GAME CONTROLS

|                         | SINGLE-PLAYER   | MULTIPLAYER   | VEHICLE CONTROL       |
|-------------------------|---|---|-----------------------|
| <b>Left trigger</b>     | Throw grenades/throw rocks/handbrake/hold breath  | Throw grenades/throw rocks/handbrake  | Handbrake             |
| <b>Right trigger</b>    | Shoot/install trap/melee attack   | Shoot/install trap/melee attack   | Shoot                 |
| <b>A button</b>         | Jump/stand up/roll back (hold when prone)<br>Press, hold and release for feral jump   | Jump/stand up/roll back (hold when prone)   | Jump (with ATV only)  |
| <b>B button</b>         | Melee attack/kick/cycle vehicle positions/ unhinge weapon   | Kick/melee attack/cycle vehicle positions   |                       |
| <b>X button</b>         | Reload/contextual action/exit binoculars  | Reload/contextual action/exit binoculars  | Enter or exit vehicle |
| <b>Y button</b>         | Feral run (tap)/feral sense(s) (hold)   | Feral run (tap)/feral sense(s) (hold)   |                       |
| <b>● button</b>         | Toggle weapons/traps  | Toggle weapons/traps  |                       |
| <b>○ button</b>         | Toggle rocks/grenades   | Toggle rocks/grenades   |                       |
| <b>Right thumbstick</b> | Free look/click to enter rear sight/zoom mode   | Free look/click to enter rear sight/zoom mode   | Free look             |
| <b>Left thumbstick</b>  | Move/crouch (click)/prone (click and hold)/hold to crouch again   | Move/crouch (click)/prone (click and hold)/hold to crouch again   |                       |
| <b>D-pad</b>            | Up: Hold to use binoculars/zoom in<br>Down: Select special weapon/zoom out<br>Left: Select primary weapon/akimbo (double-tap)/branch whip<br>Right: Select secondary weapon/akimbo (double-tap)/claymore mine | Up: Hold to use binoculars/zoom in<br>Down: Select special weapon/zoom out<br>Left: Select primary weapon/Akimbo (double-tap)/branch whip<br>Right: Select secondary weapon/akimbo (double-tap)/claymore mine |                       |
| <b>BACK button</b>      | Objectives  | Scoreboard  |                       |
| <b>START button</b>     | Pause game  | Pause game  |                       |

## INTRODUCTION

### Adapt or Die

Some say Jack Carver settled down in Micronesia because he was on the run from past mistakes. But while it's true that the dishonorable discharge and the price on his head made it hard to earn an honest living, that never had stopped Jack before.

A few years and a lot of boat trips later and Jack could almost imagine that life had always been this simple. Maybe that's why he didn't smell trouble when Val Cortez showed up at his dock with her cameras and her swimsuit and a daypack full of cash. Or

when she asked him to take her to the Jacutan Islands, a remote archipelago that the locals know enough to avoid.

Now, his boat and livelihood are so much burning debris, Val's disappeared, and everywhere he runs Jack finds more whackjobs in fatigues trying to shoot him or blow him up or run him over. On top of that, he's cornered in a merciless tropical jungle, where violent death lurks just an inch below the natural beauty.

Jack will have to embrace the wilderness and make its brutality his own – or face extinction at the point of a mercenary's gun.

## QUICK-START GUIDE

### Create a Profile

Here, you can enter a new name or go with the default profile name. Select the profile name you want to edit, and then press the **A** button. You can select your character setup, controller options, multiplayer options, and video settings

### Start or Load Your Story Mode Game

- Select Story Mode from the Main Menu.
- Select New Game to start at the beginning.
- Select Resume Current Game to continue your existing game.

### Starting a Split-Screen Multiplayer Game

- Select Multiplayer from the Main Menu.
- Select Split-Screen.
- Each player presses the **A** button to join. Once every player has pressed the **A** button, choose the game type and map.

### Starting a System Link Multiplayer Game

- Select Multiplayer from the Main Menu.
- Select System Link.
- Choose a System Link match from the menu, and press the **A** button to join. To create a new match, press the **X** button. Then, select the game type, number of players, and map and press the **A** button to start the match.

### Starting an Xbox Live Multiplayer Game

- Select Multiplayer from the Main Menu.
- Select Xbox Live.
- Select your Xbox Live account.

- Enter the pass code for your account (if you have assigned one to it). Choose an Xbox Live match from the menu, and press the **A** button to join. Or press the **X** button to create a new match, then select the game type, number of players, and map and press the **A** button to start the match.

### Create a New Map

- Select Map Editor from the Main Menu.
- Select Create a New Map.
- Select your template: Paradise, Jungle, or Swamp.
- Select your brush type: Military, Ruins, or Research.
- Press the **A** button to start.

## CHARACTERS

### Jack Carver



Carver was forced to disappear from the States when his merchandise was used to snuff the nephew of a top New York mob boss. Now lying low in the South Pacific, he ekes out a living delivering "fishing gear" to various importers, and he can still smell a deal a mile away. When an attractive journalist approaches him with plenty of currency just to take her to the remote Jacutan archipelago, he leaps at the chance.

### Valerie Cortez



The Agency poached Sgt. Valerie Cortez from the U.S. Army's Aviation School, arranging her transfer to Ft. Bragg, where she demonstrated a knack for "extrajudicial action." Over time, Val has become a leading operator on assignments for which official deniability is paramount.

### David Doyle



Known in official documents by his actual first name – David – Doyle was recruited by the Agency away from his PhD studies and sent to The Farm in Virginia for training as an operative. His test scores were off

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the charts, and he began several years of successful HUMINT operations.



### **Dr. Herman Krieger**

Formerly Austria's pre-eminent pharmacologist, Dr. Krieger has become preoccupied with rather extreme theories of human adaptation. With the backing of a secret society known as "Gotteserbengesellschaft,"

Krieger vanished with \$200 million in pharmaceutical company funds almost 20 years ago.



### **Col. Richard Crowe**

After his dismissal from the South African military in 1993, Crowe built a small fortune in dozens of conflicts across the southern hemisphere, which also left him with a vicious scar and a reputation for brutality.

Ten years ago, he founded The Adversity Group, a Dubai-based "risk-management" firm.

## **VEHICLES**



### **RMV**

Lightly armored, it's ideal for transporting small units and packs some firepower with its mounted machine gun.

### **Patrol Boat**

Armed with a machine gun, it's good for getting across contested water under fire.



### **Inflatable Boat**

Very light and maneuverable in the water, the inflatable has a sharp turning radius.

### **Glider**

This is intended less as a general-use vehicle and more as an emergency measure for making quick descents from high ground.



### **ATV**

The all-terrain vehicle (ATV) is rugged and fast, but notoriously prone to rolling and flipping.

### **Hovercraft**

Temperamental and difficult to control, the military hovercraft can travel over any surface. Fortunately, it also sports a mounted machine gun.



### **Water Scooter**

Highly maneuverable, the water scooter is ideal for getting through tight spots.

## **WEAPONS, TRAPS, AND PICK-UPS**

### **Weapons**



#### **Butterfly Knife**

This concealable blade comes in handy at close range, in stealth situations, or when ammo is scarce.



#### **9mm Auto**

The 9mm Auto is a reliable machine pistol with an extended magazine that can hold 30 rounds, with one in the chamber (akimbo supported).



#### **9mm**

This pistol can be equipped with a suppressor, making it a favorite of special operators (akimbo supported).



#### **Handgun**

This large-caliber, semi-auto handgun is even effective against light vehicles (akimbo supported).



#### **Shotgun**

The shotgun is used in close quarters against armored targets or in jungle situations against fast-moving animal quarry.



#### **MP5**

Small, lightweight, and accurate, the MP5 is versatile enough to be good in close quarters as well as in extended firefights (akimbo supported).

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### P90



While it lacks the range of heavier assault weapons, the P90's portability and ammo capacity make it robust. It can defeat standard body armor at medium distances (akimbo supported).

### Carbine



Equipped with both a scope and a suppressor, it's good for both close-quarters fights and light sniping.

### Assault Rifle



Equipped with a grenade launcher, the assault rifle is the perfect choice for situations where subtlety isn't a tactical requirement.

### Machine Gun



The machine gun is a lightweight, portable machine gun capable of delivering a large volume of effective fire. Its standard configuration uses a high-capacity box magazine.

### Recon Rifle



Equipped with a 7x optical sight, this weapon is perfect for taking down your enemies from a distance.

### Sniper Rifle



Its 10x optical sight makes it perfect for long-range sniping from protected positions.

### Rocket Launcher



With its 2x zoom and four-rocket capacity, the man-portable rocket launcher is the perfect means of unleashing big destruction.

### Hand Grenade



The standard fragmentation grenade inflicts high-velocity shrapnel damage on targets with its 15-meter explosive radius.

### Mortar Stationary Weapon



This 40mm multipurpose, indirect-fire weapon is ideally suited to perimeter defense, counter-sniper operations, and blowing the hell out of hostile vehicles.

### FC Stationary Weapon



This reliable, heavy machine gun provides both offensive and defensive suppression fire.

## Traps

### Branch Whip

A tree branch with wooden spike is pulled back and whips whoever is passing close by.

### Claymore Mines

The claymore is a directional fragmentation mine. It automatically detonates after a delay indicated by a blinking light when an enemy is within striking distance.

### Placing and Setting up Traps

#### • Find location:

- First, you must find an appropriate location for the trap you want to use. The trap will turn opaque once set in an appropriate location.
- This feature is context sensitive, which means that the location you choose will determine whether you install a branch whip or a claymore mine. For example, if you aim at a tree, you'll install a branch whip. If you aim at the ground, you will install a claymore.

#### • Set up trap:

- Branch whip:** Once the trap appears opaque, pull the right trigger to bend the branch around the tree. When fully bent, the branch is installed.
- Claymore mine:** Once the mine appears opaque, pull the right trigger. The light at the top of the claymore mine will start blinking quickly. When it stops blinking, the trap is installed.

#### • Tip! Draw in your enemy (optional):

- You can try to lure enemies by throwing a rock near an installed trap. However, this strategy will only work with unsuspecting enemies!

## Pick-Ups

### Health Pack

Small and large health packs restore your health.

### Armor

Small and large armor restores your protection

### **Binoculars**

Binoculars have up to 24x zoom, a motion tracker for identifying and tracking distant enemies, and a directional microphone for hearing noises from a great distance.

### **Detonation Pack**

The detonation pack contains explosives with a time delay.

### **Various Access Cards**

These are necessary to unlock some locations.

### **Ammunitions**

Ammo can be picked up from weapons of dead enemies and/or from weapons lying around.

## **FERAL ABILITIES**

To survive, Jack Carver must adapt to his environment. In the course of the game, he will unlock his dormant animal aspect. Here's a quick overview of these feral abilities:

### **Adrenaline**

Adrenaline is the body's stress chemical. Jack learns to harness its power for a variety of physical feats.

Jack can receive an adrenaline rush in several ways:

- **Bloodlust:** By moving in stealthily and remaining close to his enemies, Jack builds up a surge of adrenaline in anticipation of the kill (high).
- **Pain:** When Jack takes physical damage, he experiences an adrenaline spike (medium).
- **Rest:** When Jack's not actively tapping his adrenaline to power his feral abilities, his body's natural stores will regenerate (low).
- **Rations:** Jack will sometimes find high-calorie MREs that his body can convert into useful energy.

Jack expends adrenaline by using his feral abilities:

- Feral attack (high).
- Feral sense (low to medium).
- Feral speed (low).

### **Feral Attack**

This slashing attack lets Carver instantly kill an enemy with his bare hands. It's very useful in medium to close combat. You'll know you are able to perform the attack when a claw icon appears in your targeting reticle.



### **Feral Sense: Smell**

Flesh and blood have a distinctive odor. So does fear. Like a jungle predator, Jack will learn to perceive the scent trail left by his prey, and track it to its source.

### **Feral Sense: Vision**

Carver's eyes become adapted to low-light conditions, allowing him to see useful terrain features even in the dark. Over time, his vision becomes sensitive to the heat generated by living things.

### **Feral Speed**

Like any good predator, Jack needs to be fast. While he's actively using his speed, Jack can also build up power for incredible long-distance leaps.

### **Feral Strength**

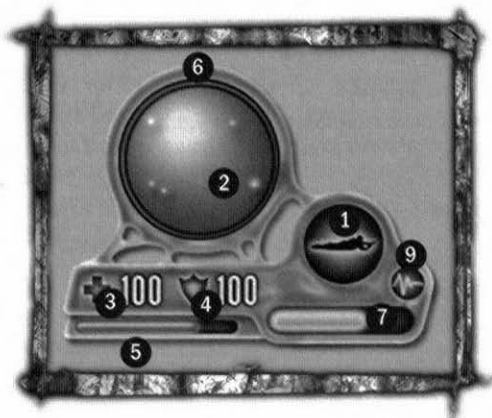
Functional strength is vital to Jack's survival. Armed with his unlocked abilities, Jack discovers that he can dominate his environment like never before.

## **STORY MODE**

To start a new single-player game, select Story Mode from the Main Menu. To continue a previous game from your last saved checkpoint, choose Story Mode from the Main Menu and Resume Current Game from the following screen. As you play through each map, the game will automatically save your progress to the Xbox console at various checkpoints. If you choose Continue, you will begin at the last saved checkpoint from your previous session.

## In-Game Interface (HUD)

The HUD (heads-up display) has multiple elements.



### 1. Stance:



### 2. Radar:

- **Green dot:** Unnoticed.
- **Yellow dot:** Investigating AI.
- **Orange dot:** Threatened AI.
- **Red dot:** Alerted.
- **Blue dot:** Objective.
- **White dot:** Friendly AI.

### 3. Health meter:

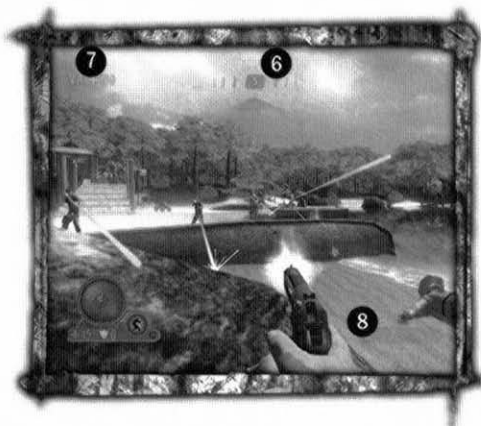
- When Carver is shot at, a red arrow will indicate the direction the shots came from.

### 4. Armor meter:

- When Carver is wearing armor, it takes two-thirds of any inflicted damage while his health takes the last one-third.

## 5. Breathing bar

- Use when underwater or to hold your breath when using a sniper rifle.



### 6. Compass:

- Indicates the direction you're facing.

### 7. Val and Doyle's health status:

- Valerie's death ends the game.
- Doyle's death ends the game.

### 8. Remaining ammo:

- The first ammo count shows the ammunition in the weapon Carver is carrying.
- The second ammo count relates to the akimbo when activated.
- When the weapon runs out of ammunition, press the **X** button to reload it.
- The grenade indicator shows the number of grenades that Carver is carrying.

### 9. Radio indicator:

- This indicator functions when a character speaks to Carver over his headset.

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## MULTIPLAYER

### Multiplayer Menu

When playing the Far Cry Instincts multiplayer game, you can play split-screen on a single Xbox console, play against players on separate Xbox consoles through a System Link connection, or play against opponents online through Xbox Live. You can also sign in to your Xbox Live account or change your gameplay options from this menu.

### User Profiles

Before playing a multiplayer game, you can first create a profile – choose Options from the Main Menu. Follow the on-screen instructions to create a new profile. Profiles will store your personalized game configuration settings.

### Split-Screen Game

To play a split-screen game, select Split-Screen from the Multiplayer menu. Other players must press the **A** button to join the game and choose their profile from the available profiles on the Xbox. Once every player has pressed the **A** button, choose the game type and map.

### System Link Game

To play a System Link game (up to 16 consoles connected), select System Link from the Multiplayer menu. You will proceed to the Game Selection screen, where you can either join an existing System Link game or create your own.

To join an existing game, choose one from the Game Selection screen. Press the **A** button to enter the game.

To create your own game, press the **X** button from the Game Selection screen, then choose the game type you want to play, the number of players, and the map. Press the **A** button to confirm your choice and start the game.

**Note:** System Link games will only be available from the Multiplayer menu if your Xbox console is connected to another Xbox console, either directly via a System Link cable or over a Local Area Network (LAN). For more information about System Link connections, please refer to your Xbox Instruction Manual.

## PLAYING AN XBOX LIVE GAME



To play on Xbox Live, you must first sign in. From the Multiplayer menu, select Xbox Live. If your account has been set up to require a pass code, you will be prompted to enter it.

### Quick Match

To quickly begin an Xbox Live game, select this option in the Xbox Live menu. This will start a search for an Xbox Live game according to your most recent search settings. You can either enter the match by pressing the **A** button or launch a new search by pressing the **O** button. If no match meets your requirements, you can create a new match by pressing the **X** button.

### OptiMatch

To check a list of available Xbox Live games, or to search for a specific type of game, select this option from the Xbox Live menu. Select your desired game parameters and launch a search. A list of existing Xbox Live games that fit your requirements will appear on-screen. You can either press the **A** button to join or press the **O** button to refresh the list and find more games. If no match meets your requirements, you can create a new match by pressing the **X** button.

### Create Match

To create an Xbox Live game, select this option from the Xbox Live menu. Select the desired game settings and launch the game. While in the Lobby, you can press the **X** button to access your Friends List and invite other players to join your game. Once you are ready to start the game, select the Launch option.

### Friends List

Your Friends List is available from anywhere in the menus or Lobby by pressing the **Y** button. From this screen you can view your Friends List, send an invitation, send a Friend Request, or add Friends to your Friends List. You can also mute a player or send player feedback to them from this screen.

### Xbox Communicator Headset

Far Cry Instincts supports the Xbox Communicator headset in all Xbox Live game modes. In the Lobby, all players can talk freely, but you can only talk to your teammates during the game.



However, if you are close enough or use your binoculars, you can listen to other players.

### Leaderboard

View stats for yourself and other players around the world. (Note: This option will only be available from the Multiplayer menu if your Xbox console is connected to the Internet through a broadband modem or Local Area Network.)

## PLAYING MULTIPLAYER GAMES

### Modes

#### Chaos

The first player to reach the predetermined kill number wins the match.

#### Team Chaos

Up to four teams can battle against each other. The first team to reach the predetermined kill number wins the match.

#### Steal the Sample

Steal the sample from the enemy camp and bring it to your camp to score a point. The player carrying the sample can use his or her weapon and toss the sample to a teammate. The first team to score a predetermined number of points wins.

#### Predator

A group of mercenaries is trying to cross the map to reach a transmitter and power a sonic alarm. When the sonic alarm rings, the predator dies. But to reach the transmitter, the mercenaries have to go through the predator's territory. The predator will have the complete set of evolutions (feral skills, strength, and regeneration).

The predator will respawn if killed but mercenaries only respawn when the predator dies. Mercenaries win when the kill sequence hits zero; the predator win when all mercenaries are dead.

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## Multiplayer In-Game Interface (HUD)

The HUD (heads-up display) has multiple elements.



1. The color of the HUD indicates what team you're on.
2. The sample indicator indicates how many points your team has scored in a Steal the Sample game.
3. This area indicates the number of kills and your ranking.
4. Here you will find information about the game situation.
5. The players' names can be found here.
6. You'll see a message when you kill a player.



In a Chaos or Team Chaos match, there are some minor differences in the HUD:

1. Indicates how many kills your team has.
2. Indicates your ranking and number of kills.



In Predator mode, two changes appear in the HUD:

1. Indicates the number of seconds left in the kill sequence.
2. Indicates the distance between the player and the base where the transmitter is located.

## MAP EDITOR

### Starting Out

To start the Map Editor, choose Map Editor from the Main Menu.

### Map Editor Sign-In

- **Sign in to Xbox Live:** Sign into your Xbox Live account and start the Map Editor.
- **Skip Xbox Live sign-in:** Skip the Xbox Live sign-in and start the Map Editor.

**Note about Xbox Live and sharing maps:** To create a map that is playable on Xbox Live, you must sign in to your Xbox Live account. To create a map that is only playable in Split-Screen and System Link games, you don't have to sign in to Xbox Live. An Xbox Live enabled map is also playable in Split-Screen and System Link games.

### Creating a New Map

After skipping or signing in to Xbox Live, choose Create a New Map from the Map Manager menu.

- **The map template:** Specifies the look at feel of the map, including terrain and vegetation.
- **The brush set:** Specifies what kinds of objects you can place on your map.

### Editing a Map: Editing Tools

#### Terrain Tool

Shape the map's terrain.

Terrain editing modes:

- **Bump:** Used to gently modify the terrain.
- **Raise:** Use to raise or lower parts of the terrain without affecting the terrain and associated objects.
- **Set Height:** Forces the terrain to a certain height.
- **Paint:** Manually change the terrain's surface.

#### Add-Object Tool

Add new objects to the map.

Categories:

- **Vehicles:** Land and water transportation.

- **Weapons and Items:** Health, armor, power-ups, and weapons.
- **Multiplayer:** Objects specific to multiplayer modes.
- **Respawn Points:** Player start points for the multiplayer modes.
- **Small Brushes:** Small objects, such as crates.
- **Large Brushes:** Larger objects, such as fences and buildings.
- **Trees:** Various forms of vegetation.

**Note:** Various multiplayer items and respawn points are required to complete a multilayer mode. See the Multiplayer Mode Minimum Requirements section.

#### **Edit Object Tool**

Modify one or more objects that are already placed on the map.

#### **Environment Tool**

Change environment settings, such as time of day, fog, and sound. You can also take a screenshot to give other players an idea of what your map looks like. The screenshot will be saved and distributed with your map.

#### **Multiplayer Mode Minimum Requirements**

Depending on the kind of map you want to make, certain minimum requirements have to be fulfilled. The minimum requirements are:

##### **Chaos and Team Chaos**

- Four respawn points.

##### **Steal the Sample**

- Blue and red sample bases.
- Four blue and four red respawn points.

##### **Predator**

- Sonic alarm generator.
- Two generator lights.
- Four player respawn points.
- Four predator respawn points.

**Tip:** A map can support more than one mode.

#### **Saving Your Map**

1. Press the START button to access the Start menu.
2. Choose Save Map.
3. Enter your map's name and description.



4. When the map is saved, press the **A** button to continue.

**Tip:** Remember to give your map an easily identifiable name and include a good description of your map's contents.

#### **Sharing Your Map**

Choose Share Map from the Map Manager menu. The saved map list will appear.

**Note:** A map can only be shared if it has at least one completed multiplayer mode.

#### **Re-Editing a Saved Map**

To reload a saved map, choose Edit a Saved Map from the Map Manager menu. The saved map list will appear.

#### **Deleting Your Map**

If you want to delete a map from the Map Editor, choose Delete Map from the Map Manager menu. The saved map list will appear.

**Note:** Deleting a map that has been shared will not remove the shared version of the map. The shared map will still exist on the Xbox Dashboard.

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